

Getting Started

This chapter tells you how to get started with the Entire Screen Builder SDK. The following topics are provided:

- Starting the SDK
 - Elements of the Application Window
 - Using Help
 - Quitting the SDK
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Starting the SDK

If you do not specify otherwise during installation, an Entire Screen Builder folder automatically appears in the Programs folder of the Start menu after Entire Screen Builder has been installed. It contains the shortcuts for the Entire Screen Builder components, including the SDK.

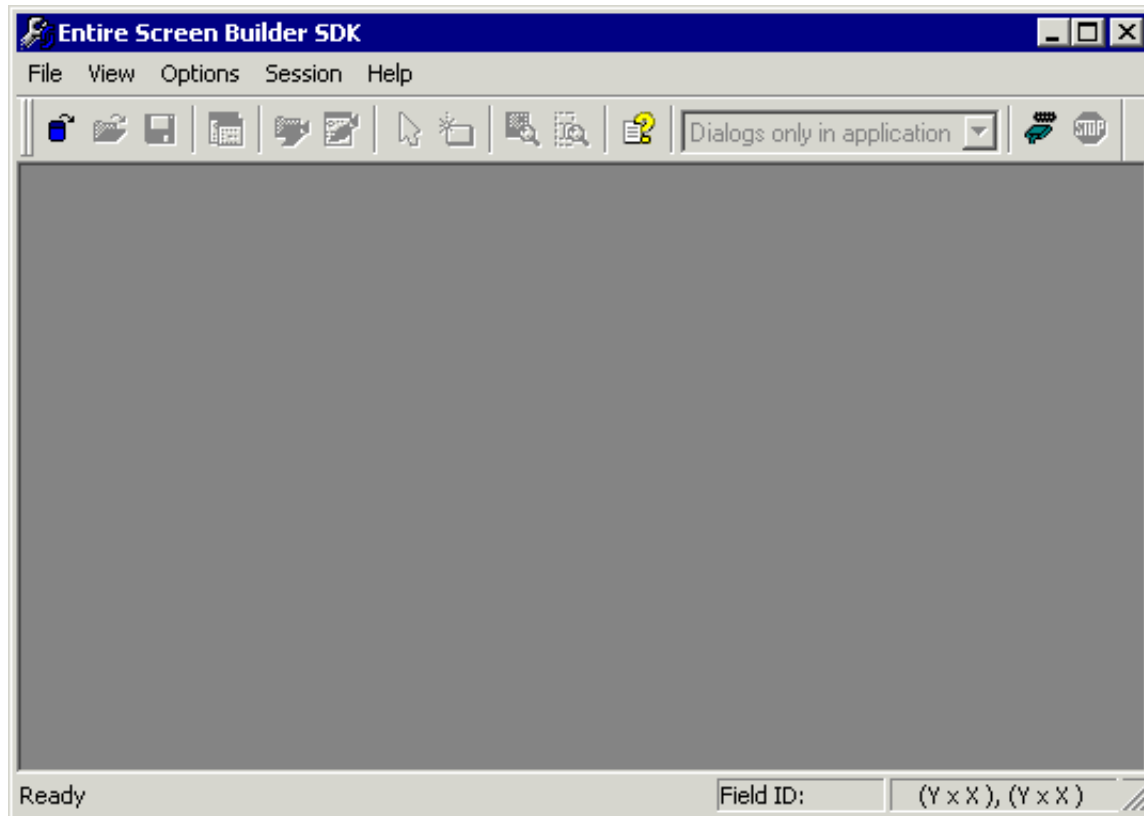
To start the SDK

- From the Start menu, choose **Programs > Software AG Entire Screen Builder *n.n.n* > SDK**.

The SDK is now started.

Elements of the Application Window

Directly after starting the SDK, only the menus **File**, **View**, **Options**, **Session** and **Help** are available. After opening a scope, additional menus are available.



The following topics are covered below:

- Menu Bar
- Toolbar
- Font Toolbar
- Scope Window
- Status Bar
- Output Window

Menu Bar

When a scope has been opened, the following menus are available:

Menu	Using the commands in this menu, you can ...
File	Manage scopes and screen files, open a DLL, save a DDT file, capture screens or define a new application.
Edit	Manage the regions which have been defined for specific basic rules.
View	Show or hide the various elements of the application window (such as the toolbar, status bar, defined images and fields, or a dialog box with help information on how to create a region) and zoom the contents of the scope window.
Basic	Define the different basic rules.
Extended	Define the screens on which extended rules are to be applied, or open a dialog contained in a DLL, define the control properties and dialog properties, and build the BDD file.
Options	Define the rules folder and specify which rules are to be used when no application is detected.
Session	Start and terminate a host session, or define client control properties such as the server address.
Help	Invoke the online documentation or access Software AG web sites.

Toolbar

You can execute the most important SDK functions using the toolbar.














Using the mouse, you can drag the toolbar to another position:

- so that it is shown to the left, right or bottom of the application window, or
- so that it is shown in a window of its own:



You can move the window freely on your screen. You can move it back to the application window (e.g. back to its original position below the menu bar) so that it is no longer shown in a window. This process is called "docking". To prevent docking, press CTRL while moving the window.

The toolbar buttons represent the following menu commands:

	Open Scope (F ile menu)
	Open Screen File (F ile menu)
	Save Scope (F ile menu)
	Applications Detection (F ile menu)
	Open DLL (F ile menu)
	Open Dialog (E xtended menu)
	Select Region (E dit menu)
	New Region (E dit menu)
	Show Images (V iew menu)
	Show Fields (V iew menu)
	Online Documentation (H elp menu)
	Connect (S ession menu)
	Disconnect (S ession menu)

When a DLL file has been opened, the drop-down list box in the toolbar provides for selection all dialogs defined in this DLL.

To switch the toolbar display on and off

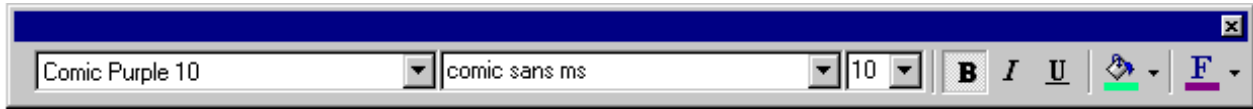
- From the **View** menu, choose **Toolbar**.

When the toolbar is displayed in the application window, a check mark is shown next to this menu command.

Font Toolbar

The font toolbar is only available when a dialog with extended rules is shown. It is used to specify the font and color for the controls in the dialog.

Like the regular toolbar (see the above description) it can be dragged to another position or shown in a window of its own.



Use this toolbar to define font and/or color for the selected control as with any other Windows application. The first drop-down list box provides all styles that you have defined (see *Using Styles*). The last two buttons are used to define the background color and text color of the selected control.

See also: *Defining the Font*.

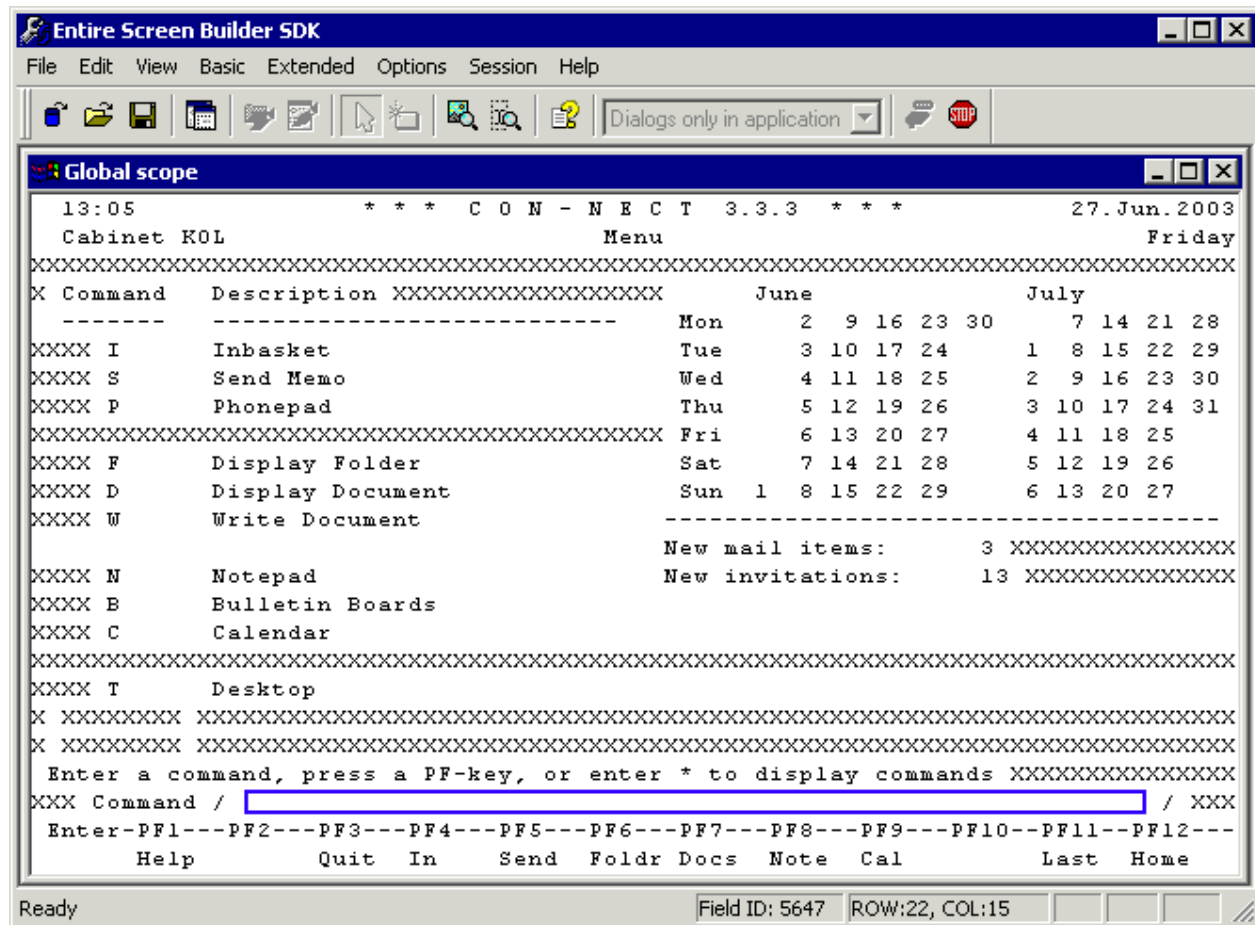
▶ To switch the font toolbar display on and off

- From the **View** menu, choose **Font Toolbar**.

When the font toolbar is displayed in the application window, a check mark is shown next to this menu command.

Scope Window

When you open a scope, the screen file that was last open in this scope is automatically shown in the scope window. When a screen file is shown, you can apply rules to it.



It is also possible to define rules when no screen file is shown in the scope window. In this case, you use the numbers that are shown for the rows and columns for your orientation. However, it is much harder to define the rules this way. Therefore, it is recommended that you always use a screen file as a template.

The title bar of the scope window indicates which scope is currently active:

- When global scope is active, "Global scope" is shown.
- When application scope is active, "Application:" and the name of the current application are shown.
- When map scope is active, "Application:", the name of the current application, and the name of the current map in square brackets are shown.

See *Using Different Scopes* for further information.

Status Bar

The status bar is used to display system messages and help texts for the currently selected menu command or toolbar button.

When you move the mouse over the scope window, the status bar also shows the current mouse position (row and column) and the current field ID (to the left of the current mouse position).

When you move the mouse over a dialog with extended rules, the status bar also shows the ID of the current control and type of control. This information is shown at the very left of the status bar.



▶ To switch the status bar display on and off

- From the **View** menu, choose **Status Bar**.

When the status bar is displayed in the application window, a check mark is shown next to this menu command.

Output Window

An output window appears when you build the BDD file for a dialog with extended rules. It informs you whether the compilation of the BDD was successful. When compilation was not successful, all detected errors are shown in the output window.

For further information, see *Building the BDD File*.

▶ To switch the output window display on and off

- From the **View** menu, choose **Output Window**.

When the output window is displayed in the application window, a check mark is shown next to this menu command.

Using Help

The complete Entire Screen Builder documentation is available as an HTML help file.

▶ To access the documentation

- From the **Help** menu, choose **Online Documentation**.

Or:

Choose the following toolbar button:



▶ To invoke context-sensitive help

- In a dialog box, choose the **Help** button.

Quitting the SDK

When you quit the SDK and your changes have not yet been saved, you are asked whether you want to save them.

▶ To quit the SDK

- From the **File** menu, choose **Exit**.

Or:

Choose **Close** from the Control menu.

Or:

Choose the corresponding standard button in the title bar.